



# **The Wasatch Choice for 2040:**

**A Regional Vision for Growth and Development**

Salt Lake County

Wasatch Front Regional Council

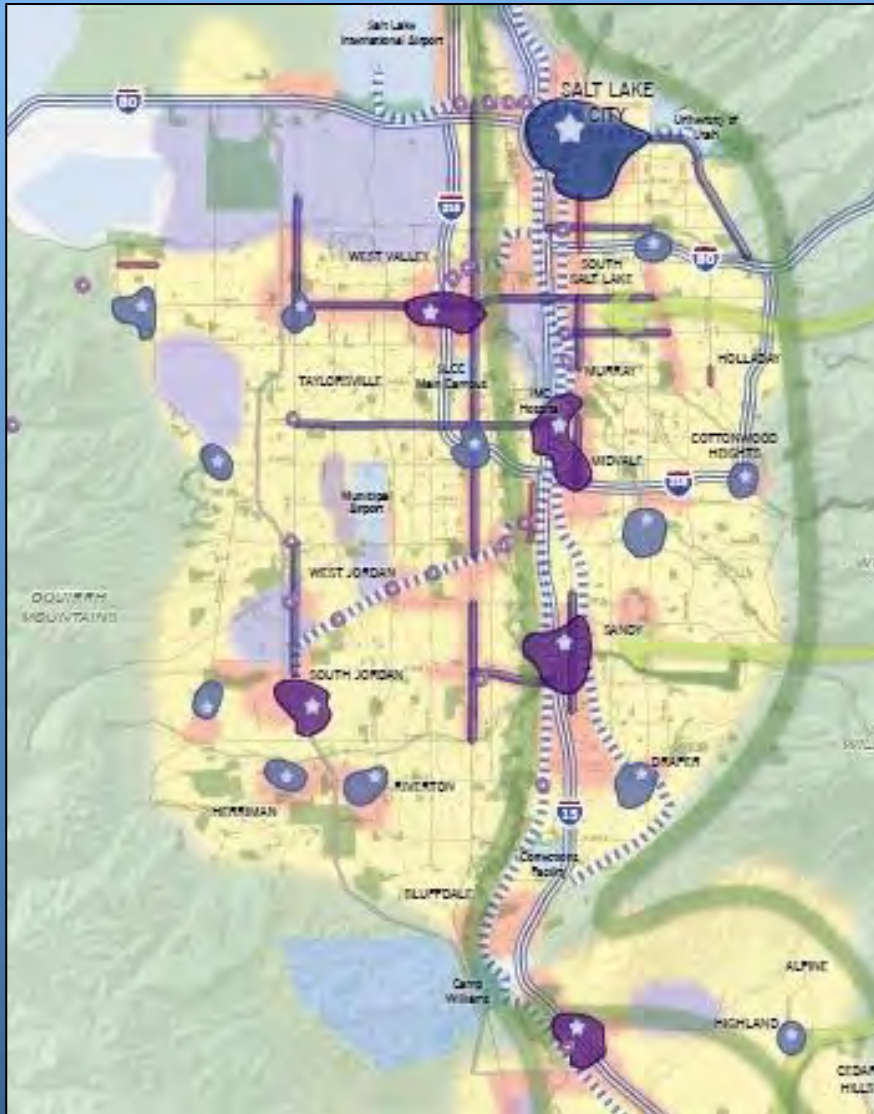
Envision Utah

# Using Form Based Codes to Implement the Regional Vision





# Wasatch Choice 2040 map for Salt Lake County



## Centers

Centers are historical and emerging regional destinations of economic activity. The vision suggests that these centers should expand to provide ever-broadening choices for residents to live, work, shop and play; a mix of all of these activities is welcome. Centers should work with the long-

term market, helping provide opportunities to residents who want to live close to work, walk or bike to shop, and have both great transit and road access – desperately needed as our population ages, gas prices and congestion increase, and housing prices inch upward.

### Metropolitan Center



Downtown Salt Lake City is the metropolitan center, serving as the hub of business and cultural activity in the region. It has the most intensive form of development

for both employment and housing, with high-rise development common in the central business district. It will continue to serve as the finance, commerce, government, retail, tourism, arts, and entertainment center for the region. The metropolitan center benefits from pedestrian friendly streetscapes and an urban style grid network. Downtown Salt Lake is the central hub for public transportation in the region. Auto access is prevalent with access to several major highways and thoroughfares.

Floor Area Ratio 1 to 10  
20 to 200 Housing units per acre



### Urban Center



Urban Centers are the focus of commerce and local government services benefiting a market area of a few hundred thousand people. Urban Centers will be served by high-capacity transit and major streets. They are characterized by two- to four-story employment and housing options.

Floor Area Ratio 0.75 to 4  
20 to 100 Housing units per acre



### Town Center



Town centers provide localized services to tens of thousands of people within a two to three mile radius. One- to three-story buildings for employment and housing are characteristic. Town centers have a strong sense of community identity and are well served by transit and streets.

Floor Area Ratio 0.5 to 1.5  
10 to 50 Housing units per acre



### Station Community



Station Communities are geographically small, high-intensity centers surrounding high capacity transit stations. Each helps pedestrians and bicyclists access transit without a car. Station Communities vary in their land use: some feature employment, others focus on housing, and many will include a variety of shops and services.

Floor Area Ratio 0.5 to 2.5  
20 to 100 Housing units per acre



### Main Street Community

Main Streets are a linear town center. Each has a traditional commercial identity but are on a community scale with a strong sense of the immediate neighborhood. Main streets prioritize pedestrian-friendly features, but also benefit from good auto access and often transit.

Floor Area Ratio 0.5 to 1.5  
10 to 50 Housing units per acre



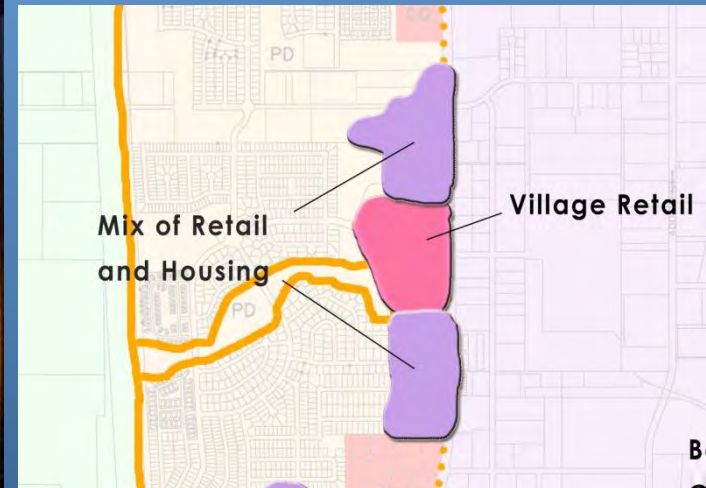
### Boulevard Community

A Boulevard Community is a linear center coupled with a transit route. Unlike a Main Street, a Boulevard Community may not necessarily have a commercial identity, but may vary between housing, employment, and retail along any given stretch. Boulevard Communities create a positive sense of place for adjacent neighborhoods by ensuring that walking and bicycling are safe and comfortable even as traffic flow is maintained.

Floor Area Ratio 0.35 to 1.0  
0 to 50 Housing units per acre



# Town Center Concept



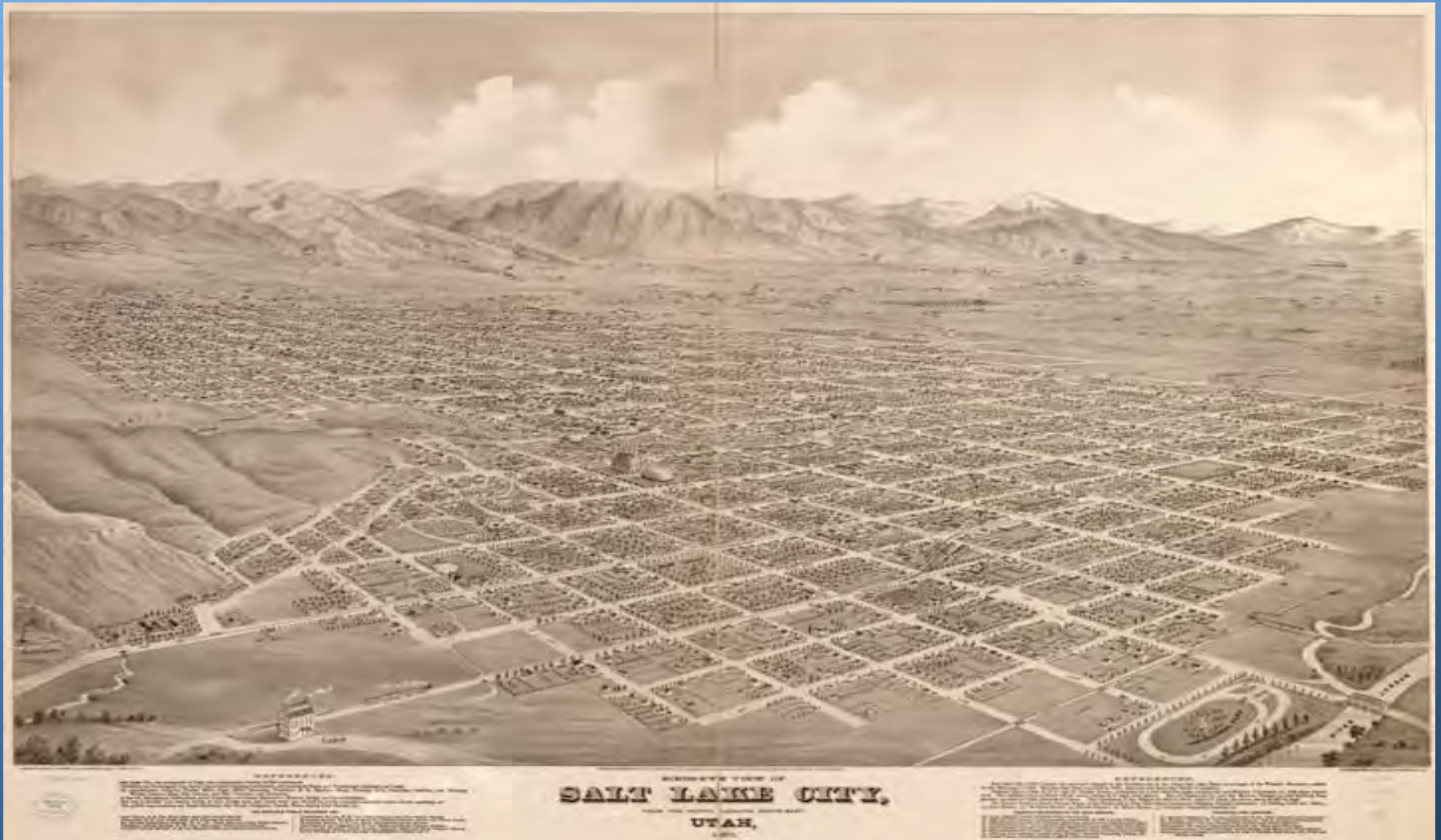


# Local planning process

- Lots of people, a mix of interests



# Our Utah Roots



VIEW OF  
**SALT LAKE CITY,**  
UTAH,  
1870.

# Zoning's Roots



# Traditional Zoning

- Good at separating uses through distinct zones
- Uses are listed based on compatibility with the zone and potential impacts
- Permits need to be acquired either over the counter (permitted use) or through a public hearing (conditional use)
- Standards usually cover set backs, height, lot coverage, parking





Use / Density

Management

Form

Conventional zoning regulates primarily by Land Use, Density & Lot coverage, Setbacks, and Parking. It assumes that there should be an “appropriate” distance between almost all different use types. Form is minimally addressed.

# Traditional Zoning Weaknesses

- Mixing of Uses
- Dealing with Density
- Dealing with Design
- Difficult and lengthy public hearings
- Doesn't really foster a vision for the built environment
- Not market responsive
- Public input occurs at the end of the process

# Traditional Town Center Zoning Outcomes

- Community Input into the design?
  - Narrow (heavy input from nearby landowners only)
- Quality of the design
  - Inconsistent/ variable
- Developer reaction
  - Uncertainty of entitlement = less interest in developing





# Zoning's Approval Rating

- Across the Country surveys continue to raise issues with zoning
  - Exclusionary
  - Not pro-development
  - An impediment to development
- When our economy is rough, why wouldn't we look to ourselves for what we can do to facilitate development

# Form Based Codes

- Intended to promote a vision
- More clarity and a streamlined process
- Focus on the public space from building face to building face
- Emphasis is on how a center functions as a place for people not so much on what the use is within a building



The diagram consists of three colored squares arranged horizontally. The first square on the left is red and contains the word 'Form'. The second square in the middle is green and contains the word 'Management'. The third square on the right is blue and contains the text 'Use / Density'.

Form

Management

Use / Density

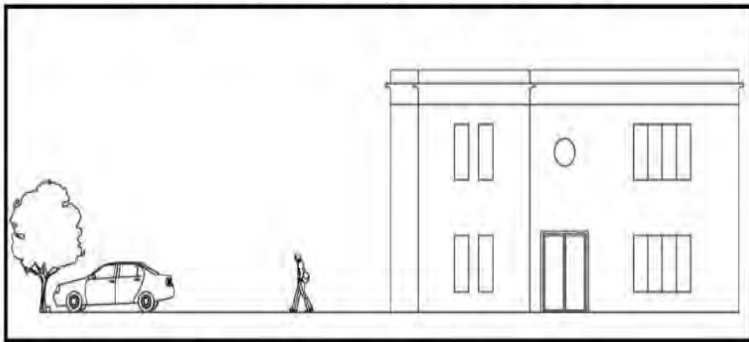
Form-Based Codes focus on community design relative to a desired outcome. Form-Based Codes establish categories for design, and control the relationship of buildings (or lots) to their streets often with the use of build-to-lines instead of setback lines, and window requirements



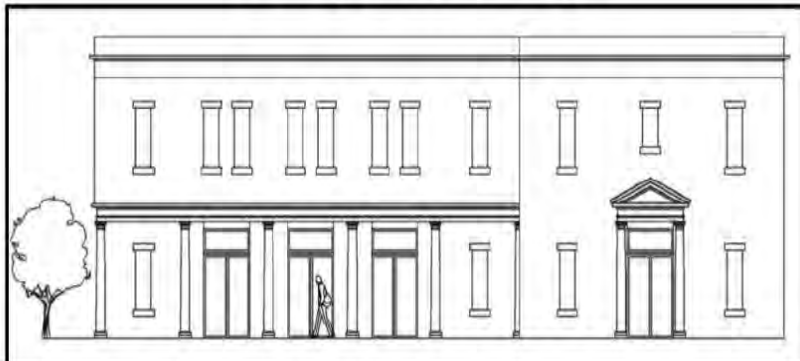
# Sketches that show what you want

Courtesy of Placemakers

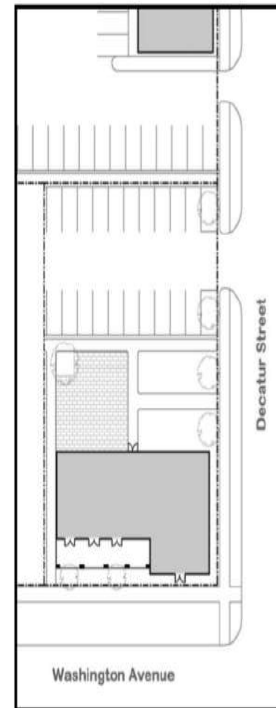
Non-Compliant Design



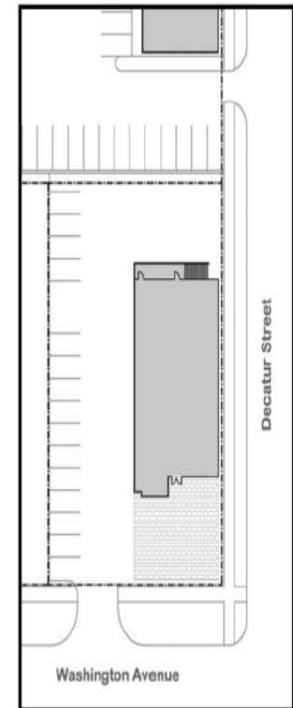
Compliant Design



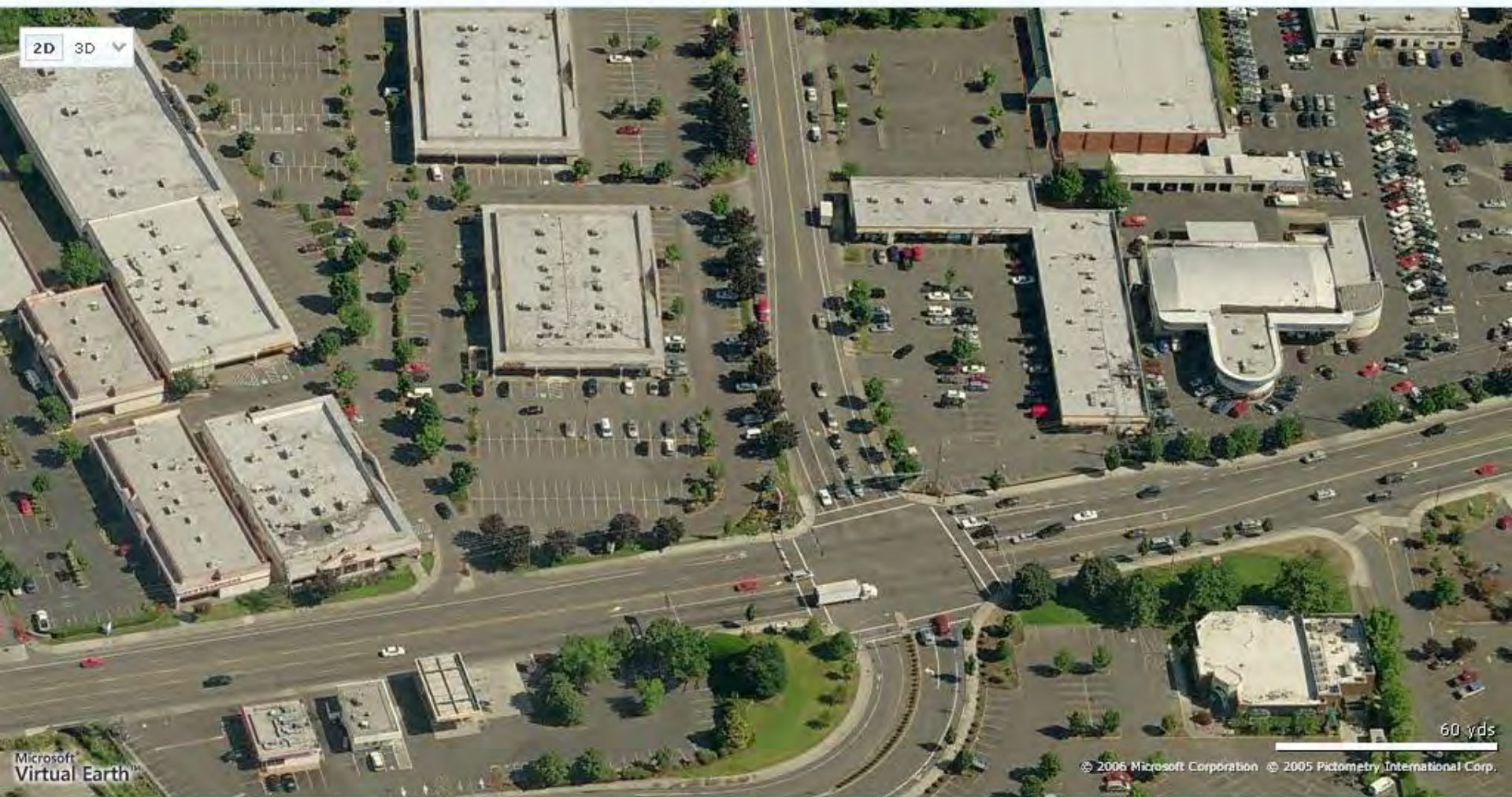
Compliant Design



Non-compliant Design



# Traditional Zoning



Microsoft  
Virtual Earth™

© 2006 Microsoft Corporation © 2005 Pictometry International Corp.



# Form-based Codes



Microsoft  
Virtual Earth™

© 2006 Microsoft Corporation © 2005 Pictometry International Corp.

50 yds



From this





To this



# Community Benefits

- FBCs implement a Visioning Process
- Design, Density, and land use issues addressed upfront
- Makes the transit and land use connection
- Promotion of Place, connections, walkability
- Fewer contentious public hearings after adoption
- A better understanding of what will be built because it is easier to understand and interpret



# Developer Benefits

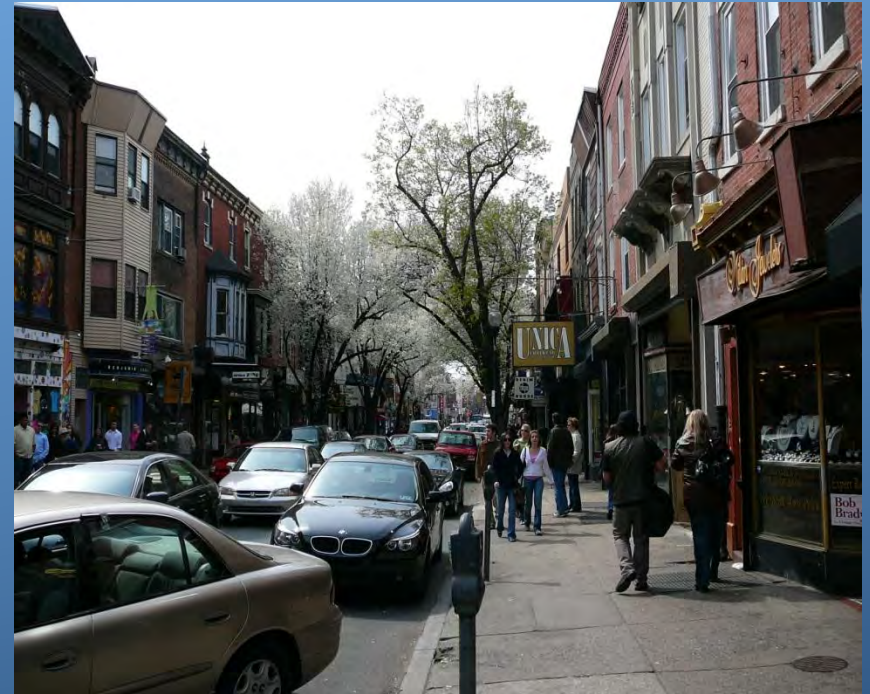
- Government usually manages the Code adoption process – owner/developer rezones not required
- Easy to understand what is required
- Expedited processing which saves time and money (most uses are permitted uses)
- Front loaded public process, administrative applications
- The development community helps implement the vision

# Regional Benefits

- Land use (jobs and housing) and transit connection
- Compact, Walkable Communities
- Helps address changing housing needs and demands
- Reduced VMT
- Reduced Air Pollution
- More efficient use of existing infrastructure

# FBCs in Utah

- North Temple Hybrid – Salt Lake City
- West Valley Hybrid
- Layton City – Greenfield
- Saratoga Springs and Springville are in development stage
- Provo Hybrid
- Heber City Hybrid
- Park City, Farmington, Ogden, Sandy



# TOD Zoning along the Wasatch Front

- 58% of the communities have a TOD or MU zone
- 71% of the communities have a TOD or MU land use suggestion in their General Plan
- 95% of the communities with an existing or programmed station (by 2015) have a TOD or MU Zone



# TOD Zoning Issues

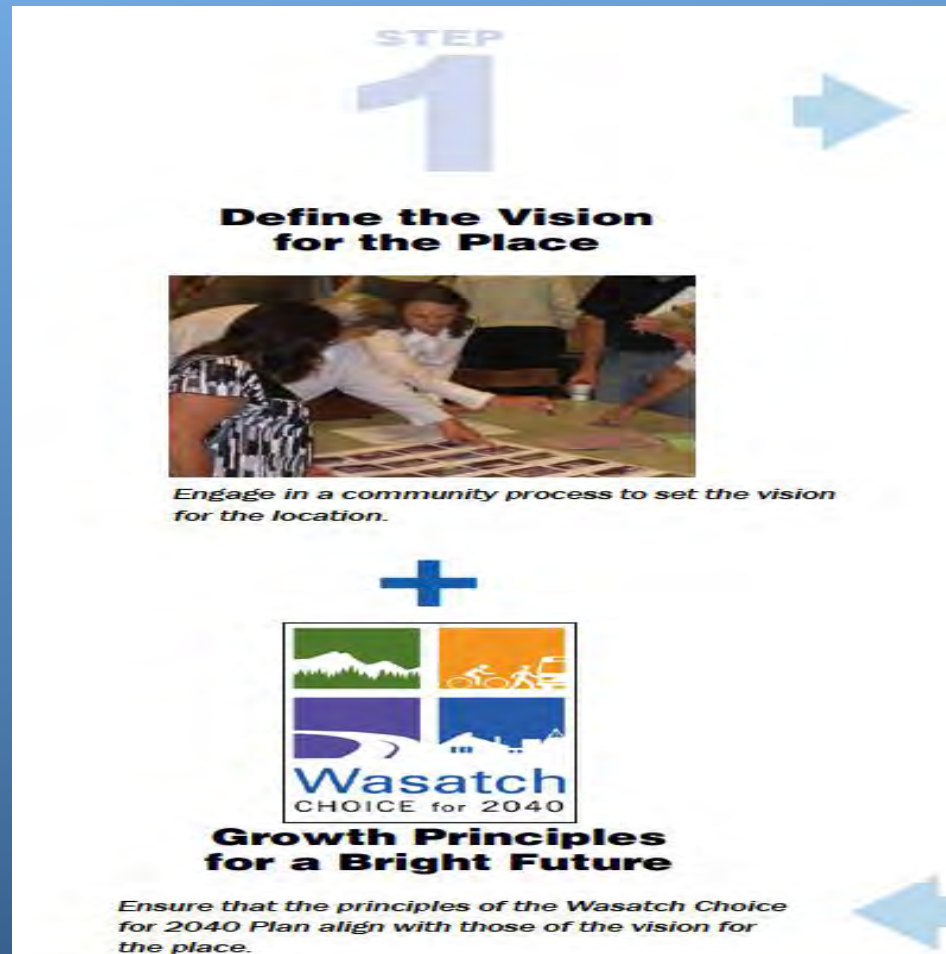
- Good
  - Recognition that these centers need something different
  - Interest in mixing
  - Interest in reducing the parking requirements
- Not so good
  - Density
  - Design
  - Developer interest
  - Not always a community priority yet

# Form Based Code Model and Manual

- Model Code – a resource for communities interested in better ways to approach the creation of a center in your community
- Manual – a guide to help the community apply and customize the model code
- Anticipated completion is December 2012

# Typical FBC Process

## Step 1



# Typical Visioning Processes

- General Plan
- Specific Plan
- Charettes – National Charette Institute – leading to a document
- Vision document with the place characteristics and principles you are trying to achieve




# Typical FBC Process

## Step 2

**STEP 2**

**Select a Place Type**



**Legend:**

- 1. Metropolitan Center
- 2. Urban Center
- 3. Suburban Center
- 4. Urban Neighborhood
- 5. Suburban Neighborhood
- 6. Main Street
- 7. Rural Center
- 8. Rural Neighborhood
- 9. Rural Main Street

Select the Place Type closest to the vision for the location. If new blocks and streets are not needed to achieve the block sizes for the Place Type, use the Place Type information to map the location. The Place Type information will then not be included in the code.

If new blocks and streets are needed, the Place Type will remain in the code to require subdivision of the larger parcels..

**THROUGHOUT THE**

# Place Types

- Metropolitan Center
- Urban Center
- Town Center
- Suburban Community
- Urban Neighborhood
- Transit Neighborhood
- Boulevard Community
- Main Street



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# Typical FBC Process


## Step 3

**STEP 3**


**Understand the Components of Place Types**

	Density			
	Low	Med	High	Very High
<b>Residential &amp; Lodging</b>				
Residential				
Student & Residential Care				
Sen. & Residential Care				
Railroad				
<b>Neighborhood Retail</b>				
General Retail				
Outdoor Sales Lot				
<b>Service</b>				
Neighborhood Service				
General Service				
Vehicle Service				
Office & Institutional				
Office				
Co-Workspaces/Industrial				

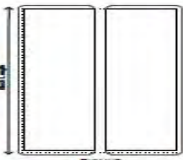
**Uses**




**Building Types**



**Civic Space**



**Blocks**



**Streets**

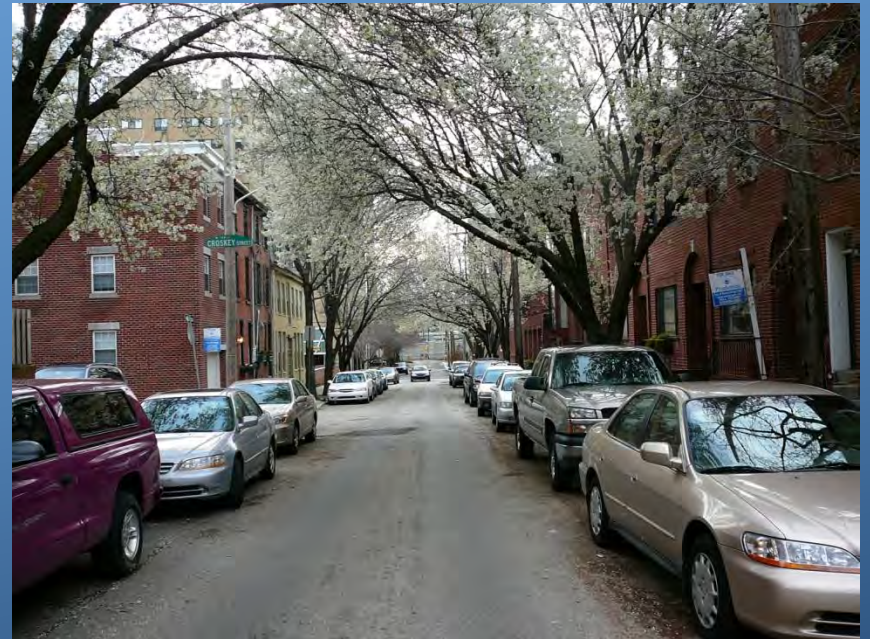
*All of the components of the Place Types work together to create the Place. Each component should be calibrated locally; however, keep in mind how changes from the model will affect the other components. Delete the components not permitted within the Place Type.*

**AT THE PROCESS, CHECK AGAINST THE EST**



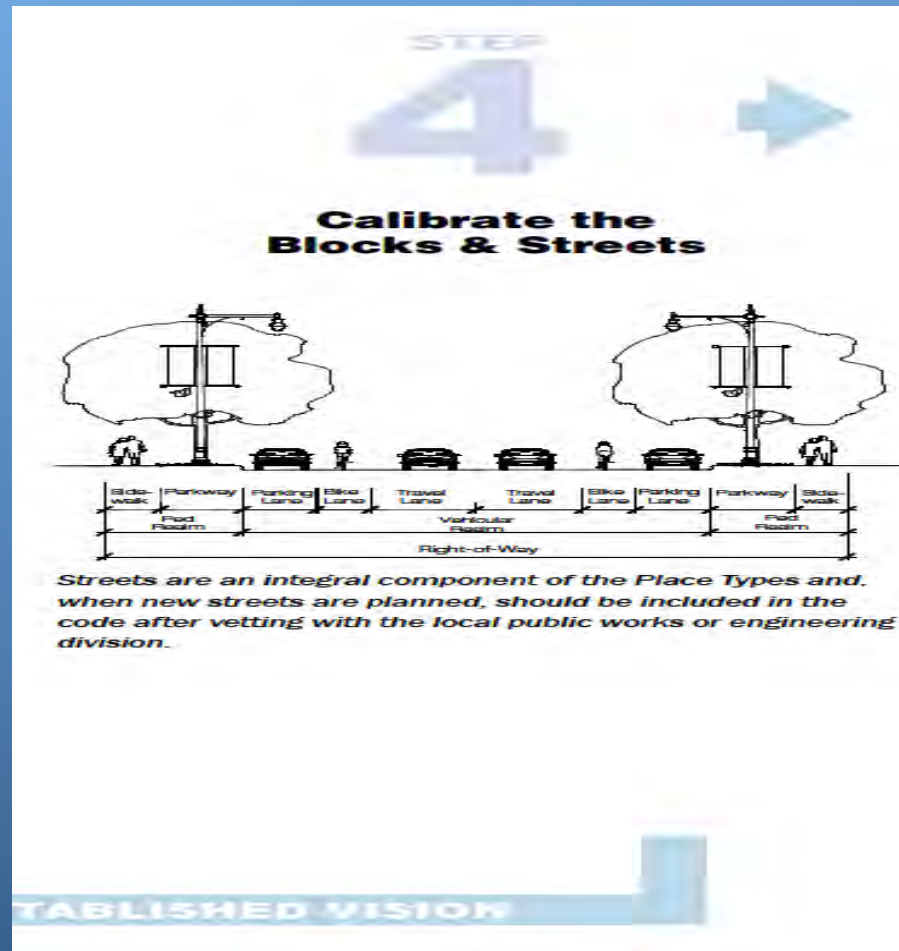
# Components – the Building Blocks of Place

- Buildings
- Streets
- Blocks
- Civic places
- Uses



# Typical FBC Process

## Step 4



# Great Streets





# Not so Great





# Typical FBC Process

## Step 5 (additional zones/sub-districts)




# Sub-districts

- Code suggests the potential sub-districts
- Most likely they will need modifications
- New sub-districts may be needed



# Typical FBC Process

## Step 6



STEP

6

**Calibrate  
Uses**

	Districts			
	1	2	3	4
<b>Residential &amp; Lodging</b>				
Residential	●	●	●	●
Hotel & Residential Care	●	●	●	●
Inn & Residential Care	●	●	●	●
<b>Retail</b>				
Neighborhood Retail	●	●	●	●
General Retail	●	●	○	○
Outdoor Sales Lot			○	○
<b>Service</b>				
Neighborhood Service	●	●	●	●
General Service	●	●		
Vehicle Service			○	○
<b>Office &amp; Industrial</b>				
Office	●	●	●	●
Craftsman Industrial	●	●	●	●

*Calibrate the mix of uses permitted in each district. It may be necessary to pull uses out of the categories of uses supplied in the table and treat them separately from the category.*

THROUGHOUT THE

# Land use tables

- What you want is a permitted use
- What you don't want is not allowed – can be a list
- What you aren't sure about, could be conditional but understand that you may not be able to deny that conditional use and additional process is detrimental to developers!
- Simplify with broad categories

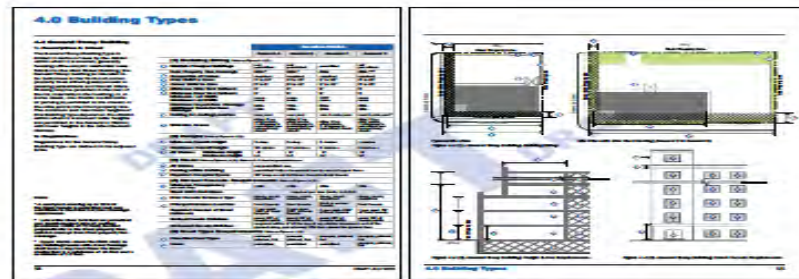


# Typical FBC Process

## Step 7



### Calibrate the Building Types



*Multiple versions of each building type may be required to implement the vision. For example, two storefront buildings may be required in two different locations or districts with different height requirements.*

THE PROCESS, CHECK AGAINST THE EST

# Different looking but the same building types




# Typical FBC Process

## Step 8

STEP  
**8**

**Calibrate Civic Spaces**



*Calibrate the requirements for each of the permitted Civic Space Types to meet local requirements.*

ESTABLISHED VISION



# Civic Spaces





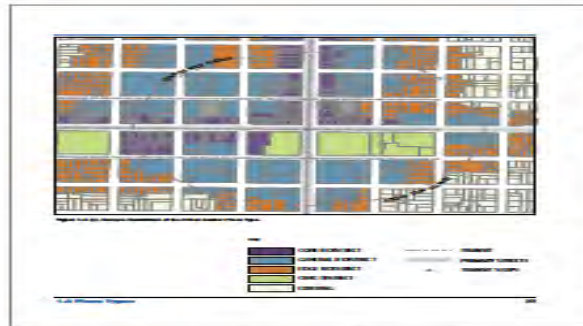
# Typical FBC Process

## Step 9



STEP  
9

### Map the Place Type



*If new blocks and streets are not needed to achieve the block sizes for the Place Type, map the districts in place on the existing parcels.*

*If new blocks and streets are needed, the Place Type will remain in the code to require subdivision of the larger parcels..*

# Thoughts and concerns?



# Thanks for the Monkeys

